NAVMSMO
TECHNICAL INTERCHANGE MEETING

OPNAV N00T

ISSUES

Challenge: To build simulations which will operate within the Integrated Learning Environment with high reuse potential.

Scope: The simulations developed for the Integrated Learning Environment will be targeted for the individual learner and will be designed to operate on a personal computer.

GOALS

- To develop PC based simulation standards which will help ensure future Navy PC simulation programs operate within the Integrated Learning Environment.

- To replace expensive Tactical Training Equipment with simulation to reduce life cycle maintenance costs and support multiple version of the weapon system

ISSUES:

- PC Simulation standards should ensure that simulation content can be executed on the target Navy Marine Corp Internet hardware platforms.

- The preferred approach is for PC Simulations to be built to run from a Web-based browser, such as Microsoft Internet Explorer and/or Netscape Navigator, as opposed to an executable file which much be installed on

ISSUES:

- Navy PC Simulation should use industry standards and avoid vendor proprietary solutions and proprietary run-time engines – especially those requiring and associated licensing fee.

- Where possible, PC simulations should be designed to a multiple Reusable Instructional Object level so individual parts of the simulation can be SCORM tagged for reuse, repurpose

BACKUP INFORMATION:

• Technically, the Reusable Learning Object Model (RLOM) is a data drill down that gives meaning to the Reusable Learning Object (RLO), Reusable Instructional Object (RIO), and the Asset (A) that make up the RLOM hierarchy. The RLOM seamlessly correlates to SCORM. The RLOM's hierarchical objects are defined as:

• Reusable Learning Object (RLO)—is an aggregation of 1 or more RLOs or RIOs, it typically satisfies one terminal objective, and correlates to both a SCORM aggregation and root aggregation

• Reusable Instructional Object (RIO)—is an aggregation of 1 or more Assets, it typically satisfies one enabling objective and correlates to SCORM's SCO

• Asset (A)—is the base building block of RLOs, is either a representation of text or a media element (e.g., web file, assessment object, video, and other data elements)